



# MOST OF GHOST

As of 2018

(or The Rules of Ghost as best as they can be explained)

It is so much fun it's scary!



1. Object of the Game: One team must make the other team all "Ghosts". A Ghost is a player who has been hit by the ball without saving it. (See saving below)
2. Playing Field: Two equal sized boxes marked on the official Ghost court. Official size is 30x30, but if it is Slanted Ghost (on a hill) then dimensions can vary, especially if the boundaries are marked by t-shirts or towels (white only).
3. Teams: Two (2) teams with equal number of players. If unbalanced then both teams must agree upon who can have "double lives".
4. The Game: Lower Camp: 2 out of 3 games. Upper Camp: 3 out of 5 games. Staff: 3 out of 5 games. Senior Staff: 1 game, if they can make it! No games can start after the 5-minute warning bugle call. A. Of course, if it is very hot (or cold) the Head Judge can change the number of games required. B. Mud Ghost: when it is raining heavy, at the discretion of the Head Judge the game may be played barefoot (maybe, just maybe). C. 2-Ball Ghost: very confusing and basically you would be on your own at this point.
5. The Coaches: Coaches must stand (no reclining) in any one of the four coaching boxes only. Failure to do so will result in loss of possession of the ball. However, a coach may move from one coaching box to another at any time (if they don't get caught out of the box). A team may have up to 8 coaches.
6. Spectators: The unique aspect of Ghost is that the ball is always in play and goes by the lay of the land. Therefore, spectators must assume the international signal position of a "tree" when approached by the Ghost ball. No exceptions permitted. This includes those that may be on the track, playing soccer, basketball, volleyball, driving by on a Gem car or any other unforeseen interaction. A. The tree position is assumed by immediately swinging both arms over one's head, smacking the hands together to form a treetop point and shouting "TREE". B. Arms may not be lowered until the ball is no longer touching said spectator. C. It is important to realize that if a spectator is situated by the center line that goes on forever and diverts the direction of the ball, then it is the Head Ghost Judge's discretion as to change possession or not.
7. The Game: (not be confused with The Game of #4 above.)
  - A. The Start: 1. The start of the first game in a series is a jump ball accompanied with a whistle and the yelling of "boo". 1a. At this time, and until everyone is reset, the center dividing line does not count, that is, one can't get out on a jump ball. 2. At the start of subsequent games, possession reverts to the winning disadvantaged team of the previous game. 3. The rubber match of a series is decided by all players starting with at least one foot on the back line and then racing toward the center line to grab the ball. Try not to trample each other.
  - B. The Rules: 1. Once possession has been decided, the teams commence throwing the ball back at the opposing team in hopes of hitting one of their players. 2. A Ghost is a player who has been hit by the ball without saving it. 2A. We say saving because no one is ever truly out of the game. Pre 3. No player may retain possession for more than five (5) seconds. 3. The ball must be fired at the opposing team after three passes. Post 3. Individual possession changes when a teammate touches the ball or it is fired. More of 3. If a ball should rapidly bounce between 2 or more people, then each bounce is considered a pass. 4. When the ball travels very far away from the official Ghost field, individual possession shall not have been deemed started until the ball retriever passes any existing roadway, track, or dirt road. 4b. See rule F-5. 5. Time will stop if the ball should get tangled in a cabin's plumbing system or wedged under a golf cart or actually become in play as part of a nearby soccer game. (The retrieving team will be responsible for returning a clean ball). 6. Throwing the ball in the air does not constitute a change in personal possession if it is not touched by a teammate in time (5 seconds). 7. By the way, a second can be counted as "One Camp Towanda, Two Camp Towanda, etc). 8. Whistles by the judges signify change of possession, someone becoming a Ghost and possibly other indications. 8a. A whistle does not have to be blown to signify someone becoming a Ghost (the success of this game depends on the honor system...c'mon, you know if you were hit!).
  - C. Hitting an Opponent: 1. If the ball touches the ground before hitting a player on the opposite side, the player is considered safe. 2. If the ball does not touch the ground before hitting a player on the opposite team and that player (or players, see further explanation), or his/her teammate(s) allow the ball to touch the ground, then all those player(s) become Ghosts. 3. If the ball hits a player and ricochets to another teammate and then hits the ground, then both players are out.
  - D. Saving: 1. A ball is deemed saved if it ricochets off of a person and is caught by a team member, even if that teammate is a Ghost in proper position. 1a. Proper position means on the outside of the other teams box. 1b. If a player is attempting to get in Ghost position and is totally airborne and at least 50% of his body is over the centerline, then they are deemed in Ghost position. 2. Everyone is safe except for the person throwing the ball, who becomes a Ghost. 3. A ball can be caught or saved by anyone on the same team, even if that person is a Ghost. Didn't we just say that? 4. Any player who steps on any line at any time automatically becomes a Ghost and that team loses possession of the ball, or if that person is already a Ghost, loses possession of the ball for their team. 4A. It should be noted that the touching of a line can happen if you are involved in play or not, whether your follow through carries you on or over a line, even if it is by a shoelace or by long hair...anything! 5. See rule 9. 6. If a player is made a Ghost as a result of an illegal throw, i.e. touching the line, that person is safe and gains possession of the ball. 7. If and when you become a Ghost, you may not intentionally interfere with the control of the ball and you must immediately leave your box going around the court to the opposite side to take up Ghost residence. More O' 7: The natural inclination to grab the ball once you are out may not be deemed as intentionally touching the ball after one is out. This call is made by the Head Judge. Too bad we don't have video replay. 8. No cutting through your opponent's box is allowed. 9. See rule 5. 10.1. Violation of this rule will result in forfeiture of the ball. 10.2. If you become a Ghost and your team maintains possession of the ball, they are unable to get anyone out until you have taken legal Ghost position. 10.3 Be wary of the five second rule that could effect your team's possession. 11. Ghosts may climb fences, be hoisted and or supported by teammates to retrieve a ball that is on the other team's side, but they may not touch the other side whatsoever. 11A. Subsection 1. Failure to follow this rule will result in loss of possession of the ball. 12. This brings us to the FLOATING GHOST (FG) rule... as long as an appendage is touching the red of the tennis court, the tennis court fence or solely the Ghost Tower (see Ghost Tower), the Floating Ghost can obtain possession of the ball. 12a. Once the "FG" has obtained control of the ball, the opposing team may not touch him or the ball (except if they are on the Ghost Tower). The defensive Ghost can only shield, not touch. 12a. If the "FG" leaves the "FG" area then they are subject to normal Ghost rules. 12b. A team can have as many Floating Ghosts as they wish. 12c. The Floating Ghost has 10 seconds to pass the ball once they have obtained possession. LUCKY 13: If a player throws the ball at a player on the other team and it bounces off of that player back into the arms of the person who threw it, the person it bounced off becomes a Ghost.
  - E. Aiming: 1. The ball may not be intentionally aimed at a person above the chest. 2. If a person is hit above the chest by an intentional throw, the person throwing the ball becomes a Ghost and possession changes. 2a. Or the Head Judge may call for a do-over or change of possession only (aka: a warning). Important rule E3. A player who ducks and gets zonked in the head should think twice before doing this maneuver again! Normal rule E3. If a player is hit in the head and is unable to give the "I'm okay" signal (see Signals below), play automatically stops and everyone freezes. 4. Firing the ball hard is not permitted in coed games. 5. Each team must provide "back-up" spectators to stop the ball until there are Ghosts that can retrieve the ball. These can be kids pulled from the Infirmary, lazy staff or spectators. Be clear, that they are just stopping the ball, not passing. 6. When there are no Ghosts outside of your box, any number of in-play players may chase after the ball. Note that the number of passes, and possession time are still counted. The team is unable to get anyone out until everyone is legally back in the box (see airborne above). 7. Be wary of your throwing angles; it is all about the angles. That is, if you throw the ball, who can get it, your teammate or the other team? 7a. Once in awhile one should shout "Angles"!
  - F. Signals: 1. A thumbs up sign is deemed an "I'm okay" signal. 1A. No movement after you have been zonked constitute a "Stop play" signal! 2. International Tree signal (see above). 3. Standing on one leg (see Tuesday rule below). 4. Head Judge on walkie-talkie, day dreaming or otherwise distracted might be considered as an official timeout...depends on many factors. 5. Actually, see rule I-5a below.
  - G. The Center Line: 1. When the ball travels outside the two boxes, the center dotted line is judged to travel indefinitely. 2. If a spectator or fan blatantly and/or grossly affects the judge's interpretation of what path the ball may have taken, and who would have gained control without the interference, then possession will be based upon the decision of the judge. Obvious Rule 3. If the ball bounces off of a tree, rock, fence, or rolls askew off of hill, golf cart, or whatever, then that is the path it takes. 4. Team players, coaches, spectators, and members of the media are all considered trees and must act accordingly when they are about to be hit by the ball. (See above descriptions) 5. Failure to do so will result in forfeiture of the ball. 6. when the ball passes the girl's basketball court "line" (aka "FREE ZONE") it is anyone's ball. Tackling is not permitted, but grabbing "only the ball" is. The number of passes that occur in the FREE ZONE does not count against the number of passes needed. However, the pass from the person with possession to their teammate beyond the FREE ZONE is a pass. The FREE ZONE ends where the bunk line road and track begin and if there is volleyball game in progress on the beach courts.
  - H. Time-Outs: 1. Each team is allowed two 60 second time-outs per game. 2. There is a total of 6-15 second shoelace tying timeouts, 4 velcro time outs permitted per match. The team that uses them has taken that advantage. 3. Television time-outs will not be included in these totals. 4. The judge may call emergency time-outs at his/her discretion. 5. Teams must take mandatory water and sunscreen breaks in-between each game. 5A. The sunscreen part of this rule is not in effect during night play. 6. Rule H3 is a fake rule we think 7. If play progresses at too high a speed, the judge has the prerogative to call an automatic "slow-down" to process all that has transpired or review a theoretical videotape replay. 7. The decision of the head judge is final (even if he is incorrect) unless he changes it within 100 seconds of the call. 8. If one calls an illegal time out, then that person cannot move a muscle for 5 seconds.
  - I. Special Rules: 1. Younger children will utilize the special two-thirds line in their box as their out of bounds. 2. A second ball may be used upon the mutual consent of both teams as long as there are at least 16 players on a team. 3. During official Tournament or Olympic play, Seniors, Club, Dorm and other groups may, upon consent of all parties, incorporate "yanking" as their strategy. 3a. Yanking ceases when there are just 2 players left in a box. 4. There shall be no play during the airing of American Pie. 5. Freeze, Stop and Sit: 3 short whistle blasts signals an injury has taken place. Failure to comply results in an automatic Ghost forfeiture. 5a. Forget about rule B-4b. 6. Tuesday Rule: This very popular strategy allows a player to be standing on one leg prior to being hit (this technique can only be used once per game per player) and not be called out. 6a. Abuse of this rule can result in the head judge deciding that it is kind of ridiculous. 7. Casper Rule: Since the dog was named in honor of the game, his interference is acceptable as if he were a tree. However, if Casper should puncture more than 2 balls in any one day; he must be sent to The Mansion. 7A. This applies to all subsequent Camp Dog Heirs' but will still be referred to as The Casper Rule.
  - J. Special, Special Rules: A. The decision of the judge is final! B. Ghost games are not subject to protests. C. If one yells at the Head Judge, that person will not have canteen for hour. D. Flashlights are permitted during night games. E. Clapping in silent Ghost games may need to be cancelled if it seems to be disturbing the Debs.
  - K. Special, Special, Special Rules and Considerations: 1. Due to the very nature of the game, Ghost rules are subject to judge interpretation, adaptable circumstances, and necessity, as well as advancement and enhancement. 2. Any decision (or protest interpretation if they were allowed) by the Head Judge, GrandMaster (see Camp Director!) becomes binding. 3. Teams that exhibit overwhelming spirit will be called up to the flagpole. 4. Watch your "angles" when throwing (see E7 and E7a). 5. The "diamond" set up is recommended if you can understand it. anyone?? 6. Becoming a Ghost on purpose is not a wise decision. 7. When asked at any point in your life, how do you feel, from now on you will probably say "like a Ghost" no matter what career path you take. 8. K7 is similar to getting hungry when you hear American Pie. K-9: Dog slobber on the ball is just part of the game (good time to pat a teammate on the back). Did you catch that this was rule number K-9!!! 10. It is a good idea for someone to be wearing the Ghost shirt at a game. 11. The convenient pocket on the official Ghost t-shirt is for rule changes, updates and game day announcements. 11a. This isn't to say that the Grandmaster can't change, add or self-interpret a rule at his whim. 12. It is not permitted to use the word "dodgeball" when playing or spectating a Ghost game. 12a. One must use the word "avoidance" instead of "dodge" during the game as well; as in "...way to implement avoidance when the ball was coming at you...".
  8. More Stuff: A. The number of judges certainly determines the quality of the game. Ideal number of judges is 6 (one in each corner, one at the centerline and one in the tower). However, since that is a lot, the game is what it is. B. The rules of Ghost are certainly open to one's interpretation; the main idea is that all participants have fun and play fair. C. Please see the Head Judgie Grandmaster for any and all rule interpretation and realize that many of these rules can be implemented or ignored at the discretion of the Head Judgie of the particular game if the Grandmaster is not present. D. Franchises of Ghost are available (see the Grandmaster). E. The Ghostbuster logo was used without permission (what Ghostbuster logo?). F. Enjoy the game!